

## Mage Dog School

Three to five players are puppy wizards at Snoopikin Growlhowl's Magical Academy For Dogs. One player is the Dogfessor.

Puppies pick a name, a school of dog magic (*Transcutetation, Labjuration, Friendchantment, Lickromancy, Squeevocation and the dark art Cujobeam*) and a bad puppy thing they did the night before. The Dogfessor picks a favorite and least favorite puppy.

All the puppies' names and schools of magic and bad puppy things are written down on a single 8.5" x 11" sheet of paper and rolled up like a newspaper.

The Dogfessor begins class by taking role, then asking if each puppy has something they want to share with their teacher in a passive-aggressive voice, heavily implying they mean the bad puppy thing. If a puppy lies, they get (gently) bapped on the nose with the character sheet. Same if they tell the truth. BUT, if they describe how their nebulous school of magic was used to make up for the bad puppy thing, the Dogfessor may withhold a nose-bap.

The Dogfessor is encouraged to bap the least favorite puppy anyway. The favorite puppy doesn't get bapped, but the Dogfessor should give them a briefly disappointed look.